

Accordingly, the subject RCE is filed and amends claim 1 to set forth the relationship of the GO, NO GO indicators to the game board. Claim 22 recites that the GO and NO GO indicators are of different colors.

Claim 24 has been added to indicate that the multi-token can be stacked, as shown in Fig. 4f. It should be noted that upon being stacked the GO - NO GO indications of the stacked multi-tokens can still be viewed. Claim 25 has been added to describe that each multi-token is of a different color to identify the player.

In the Final Rejection all of the claims (1, 3, 4, and 6-23) were rejected over the combination of applicant's prior patent (Barry, U.S. 4,093,235) in view of Vogel, U.S. 3,588,144. Barry uses single tokens. During play, different players could have their respective token at the same location. The board would be cluttered with the individual tokens.

Vogel has a set of pieces (7), (8) and (9). Each of the pieces (7) and (8) has one letter - an I, a Z or an N (which can be rotated to display a Z). The piece (9) has two letters - I and N. There are four of each of the pieces (7) and (8) and two of (9). Various games can be played, like a checkers format, with the object being to arrange or move specific letters I, Z and/or N. Since Vogel's game board has only blank squares, there is no relationship or interaction between the letters and a marked area of the board to indicate play status as in the present invention.

In the present invention, tokens are parallelepiped with flat sides. A token is located opposite a "marked area" along the side of the game board with both

the conveyance (on the side) and the GO - NO GO indicators visible. Tokens of different players can be stacked on top of each other at a marked area. The GO - NO GO for each token is visible even when stacked. There is no board clutter when there are a number of multi-tokens at one location.

It is easy to view the status (GO - NO GO) on the ends of the token, as well as the type of conveyance (airplane, boat or auto) on the flat sides. Further, the color of the GO - NO GO and the ends of the token are clearly visible and provide the indication whichever of the flat sides is placed face down of the board.

Again, each token performs two functions:

- 1) indicates the type of conveyance on the flat side, and
- 2) the status of the play by the GO and NO on the ends.

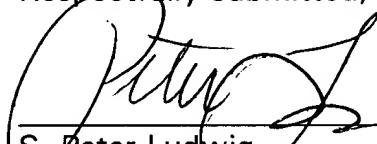
The prior art does not teach or suggest such a token considering its interaction with the game board. Also, as explained in the last amendment, the parallelepiped tokens of the invention are much easier to grasp than those of the Barry patent.

In view of the above amendments and remarks, it is respectfully requested that the application be reconsidered and that all pending claims be allowed and the case passed to issue.

If there are any other issues remaining which the Examiner believes could be resolved through either a Supplemental Response or an Examiner's Amendment, the Examiner is respectfully requested to contact the undersigned at the telephone number indicated below.

Prompt and favorable action is requested.

Respectfully submitted,



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**MARK-UP OF CLAIMS FOR PRELIMINARY AMENDMENT
PURSUANT TO 37 C.F.R. §1.121**

1. (Amended) A board game apparatus designed to acquaint players with a predetermined region as represented on a map, said apparatus comprising:

a board having predefined directions thereon corresponding to directions on said map and including a series of marked areas forming a path extending about said board, each of said marked areas representing a particular locality within said region, having indicia therein identifying said locality, and being disposed on said board to correspond generally with the location of said locality on said map, selected ones of said marked areas on said board being designated as accessible only by indicated modes of transportation;

a plurality of multi-token means each dedicated to a different player and being moveable for transportation along said path, each said multi-token is a parallelepiped object with four sides and two ends, each of at least three of the side surfaces having a visual representation of a different mode of transportation for use by the corresponding player, and the ends of the object also having thereon a respective GO and NO GO visual indication, with one of said GO and NO GO indications to be placed facing a said marked area and the other facing the opposite

direction to be viewed to indicate the playing status of the multi-token, each token to be moveable only with respect to marked areas corresponding to localities accessible by the corresponding mode of transportation; and means for determining the movement of each said multi-token means about said path.